

**EMPIRE OF DUST WARBAD SPECIAL ABILITY**

ATTACK FROM BELOW (X) – Use this ability once during any of your Turns. For each Power you spend, you can place one currently Entombed model anywhere in Open Terrain within 9" of a friendly Empire of Dust (EoD) COMMAND model (this cannot be a model that was itself Entombed and set up this Round) and more than 3" away from any enemy models. Models set up this way are marked as Activated. You may still activate other models as normal. This ability is not limited to once per Round (just once per Turn).

**EoD warband Broken rule**

Unlike a normal warband, an EoD warband is not Broken once it has less than half its models remaining. Instead, when the last COMMAND model in an EoD warband is killed, the warband is Broken, regardless of the number of models it has remaining.

**Back from the grave**

While the warband is not broken, all UNDEAD models that are reduced to zero wounds, automatically pass their Nerve test with a **Down but not out** result.

Once the warband is broken however, all UNDEAD models that are reduced to zero (or fewer) wounds, automatically fail their Nerve test with a **Too much damage** result

**Entomb special rule**

During deployment, up to half of your warband's models (rounding up) with this special rule may be set aside and declared to be waiting in ambush under the ground. These Entombed models can only arrive using the Attack From Below special ability. Any models that fail to arrive by the end of the game are casualties (killed).

<b>Name</b>	Skeleton						<b>Pts</b>	3	20mm
<b>Race</b>	Undead, EoD						<b>Type</b>	Grunt	
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>			
4	6+	5+	5+	6+	1	2			
<i>Entomb</i>									
<b>Ranged</b>	-	<b>Equipment</b>							
<b>Melee</b>	1D8								

<b>Name</b>	Skeleton Archer						<b>Pts</b>	3	20mm
<b>Race</b>	Undead, EoD						<b>Type</b>	Grunt	
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>			
4	6+	6+	6+	6+	1	2			
<i>Entomb</i>									
<b>Ranged</b>	1D8	<b>Equipment</b>							
<b>Melee</b>	1D8	Bow (Range 12")							

<b>Name</b>	Revenant						<b>Pts</b>	6	20mm
<b>Race</b>	Undead, EoD						<b>Type</b>	Warrior	
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>			
4	-	5+	4+	6+	2	2			
<i>Entomb</i>									
<b>Ranged</b>	-	<b>Equipment</b>							
<b>Melee</b>	2D8								

<b>Name</b>	Desert Swarm						<b>Pts</b>	5	40mm
<b>Race</b>	EoD, Beast						<b>Type</b>	Grunt	
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>			
6	-	7+	7+	4+	2	1			
<i>Vicious, Swarm</i>									
<b>Ranged</b>	-	<b>Equipment</b>							
<b>Melee</b>	2D8								
<b>SPECIAL ABILITY</b>									
THEY'RE INSIDE MY ARMOUR! (2) – You may use this ability when the Desert Swarm attacks a model in Melee and gets one or more hits. The target cannot make an Armour Rolls to save against these hits.									

<b>Name</b>	Enslaved Guardian						<b>Pts</b>	22	40mm
<b>Race</b>	EoD						<b>Type</b>	Large, Spellcaster	
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>			
5	6+	5+	4+	4+	5	3			
<i>Crushing Strength (2), Parry</i>									
<b>Spells</b>	Windblast (long)								
<b>Ranged</b>	-	<b>Equipment</b>							
<b>Melee</b>	5D8								
<b>Notes</b>									
Djinn Unleashed – When this model is killed, all other models within 3" (friend and foe!) must make an Armour roll to avoid suffering a wound.									

<b>Name</b>	Pharaoh's Champion						<b>Pts</b>	24	20mm
<b>Race</b>	Undead, EoD						<b>Type</b>	Command	
							<b>Power Dice</b>	1 x B, 1 x R	
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>			
5	5+	3+	4+	4+	4	2			
<i>Crushing Strength (2), Inspiring, Regenerate</i>									
<b>Ranged</b>	1D8	<b>Equipment</b>							
<b>Melee</b>	4D8								
<b>SPECIAL ABILITY</b>									
CURSE (1) – You may use this ability when an enemy model that inflicts one or more unsaved wounds on the Pharaoh's Champion. The enemy model is marked as Cursed until the end of the Round. Cursed models suffer a -1 penalty on all their attack, armour and nerve rolls. This is not cumulative with other sources of Curse but is with other applicable modifiers.									

<b>Name</b>	Revenant Champion						<b>Pts</b>	13	20mm
<b>Race</b>	Undead, EoD						<b>Type</b>	Support	
							<b>Power Dice</b>	1 x R	
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>			
4	-	4+	4+	5+	3	2			
<i>Entomb, Crushing Strength (1)</i>									
<b>Ranged</b>	-	<b>Equipment</b>							
<b>Melee</b>	3D8								
<b>Notes</b>									
Directed Effort – Other EoD Skeletons and Revenants in this warband add +1 bonus die to their Range and Melee attack rolls while involved in any type of Group Action with the Revenant Champion.									

<b>Name</b>	Sand Wraith						<b>Pts</b>	9	20mm
<b>Race</b>	Undead, EoD						<b>Type</b>	Support	
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>			
6	-	4+	4+	5+	2	2			
<i>Fly, Stealthy, Crushing Strength (1), Entomb</i>									
<b>Ranged</b>	-	<b>Equipment</b>							
<b>Melee</b>	2D8								